
Subject: Models to be made RenGuard acceptable?

Posted by [sfr3f](#) on Mon, 10 Jan 2005 01:24:56 GMT

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A lot of good models, like Agent Gibson's Engineer Officer replacement for Hot Wire, are usable with RenGuard, now. Unfortunately, RenGuard still doesn't accept the awesome Flametrooper backpack, Chemwarrior backpack and helmet color change, or the Mendoza cigar addition. Will I be able to use these with RenGuard in the future?

Subject: Models to be made RenGuard acceptable?

Posted by [mac](#) on Mon, 10 Jan 2005 07:57:52 GMT

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Crimson's working on it.

Subject: Models to be made RenGuard acceptable?

Posted by [sfr3f](#) on Tue, 11 Jan 2005 20:51:15 GMT

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Cool, thank you.

Subject: Models to be made RenGuard acceptable?

Posted by [HTGunny](#) on Thu, 13 Jan 2005 18:03:18 GMT

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mac when RG first came out - i was instructed to send you all my w3d files for evaluation to be accepted or denied -

i havent heard a thing about it - do i need to resend them to someone else now

most of the models i have i could live without but a close freind of mine made me a flame thrower flame w3d that makes it a spam can - i got a skin to go with that - i would really love to use it in a RG server - i kinda miss it lol

ty casey

Subject: Models to be made RenGuard acceptable?

Posted by [EA-DamageEverything](#) on Mon, 17 Jan 2005 01:59:21 GMT

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RG doesn't accept the red Head bandana from Havoc BTW...

Subject: Models to be made RenGuard acceptable?
Posted by [csskiller](#) on Mon, 17 Jan 2005 02:02:33 GMT
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EA-DamageEverythingRG doesn't accept the red Head bandana from Havoc BTW...
Hmm, I wonder why? :rolleyes:
